SNSP-A2RP-UKV

MIGHTY MORPHIN POWER RANGERS™ THE MOVIE

INSTRUCTION BOOKLET

SUPER NINTENDO™
ENTERTAINMENT SYSTEM
PAL VERSION

BANDAI

PRECAUTIONS

This video game is designed to provide an exciting make believe journey through the world of the Mighty Morphin Power Rangers. Please remember the difference between fantasy and reality. Do your fighting on the screen, not at home or at school.

Precautions

1. If you play for long periods of time, take a 10-15 minute break every hour or so.
2. This is a high precision game. It should not be stored in places that are very hot or very cold. Never hit it or drop it. Do not take it apart.
3. Do not clean with benzene, paint thinner, alcohol, or other such solvents.
4. Store the game pak in its protective case when not in use.

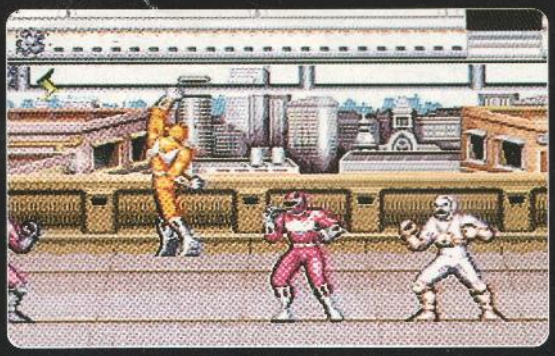
Thank you for purchasing Bandai's™ Mighty Morphin Power Rangers The Movie™ Game Pak for your Super Nintendo Entertainment System.™ Before you start playing, please read this instruction manual carefully and follow the correct operating procedures. Keep this instruction manual safe for future reference.

Mighty Morphin Power Rangers and all logos, character names, and distinctive likenesses thereof are trademarks of Saban Entertainment, Inc., and Saban International N.V. ™ and © 1995 Saban Entertainment, Inc. and Saban International N.V. © 1995 Bandai America Incorporated. Bandai is a registered trademark of Bandai America Incorporated. ™ and © 1995 Twentieth Century Fox Film Corporation

INTRODUCTION

The Power Rangers stripped of their Mighty Morphin Powers and forced to flee Earth? Rita Repulsa and Lord Zedd overwhelmed by an evil far greater than their combined nastiness? The Command Center totally obliterated and Zordon on the brink of death? The fate of the world in the slimey hands of Ivan Ooze, the most sinister monster the universe has ever seen? Could this be a bad dream? Don't count on it. It all happens in the Morphinominal Mighty Morphin Power Rangers the Movie! And now, you can battle Ivan Ooze, the vilest villain in Nintendo history, and a whole host of his mean and ugly minions in this hyper-action, seven level, no-holds-barred brawl featuring the eye-popping graphics and ear-pounding sounds of the Super NES. So, morph into action, and lead the Power Rangers on to their greatest victory.

CONTENTS



CONTENTS	PAGE
1. Introduction	2
2. Getting Started	4
3. How to Operate the Controller	6
4. How to Play the Game	8
5. Winning the Game	11

GETTING STARTED

Insert the game cartridge in your Super NES unit and turn the power on. The Title Screen will appear. Select either 1 Player Start (1P Start), 2 Player Start (2P Start), or OPTION by using the Control Pad to highlight the desired choice, and then press the START Button. If you select 1P Start or 2P Start, you will move directly to the Player Select Screen. If you select OPTION, you will access the Option Screen which allows you to select Mono or Stereo sound and choose the difficulty level (Normal or Hard) for the game. Press the START Button again to return to the Title Screen and select 1P Start or 2P Start. You will advance to the Select Player screen.

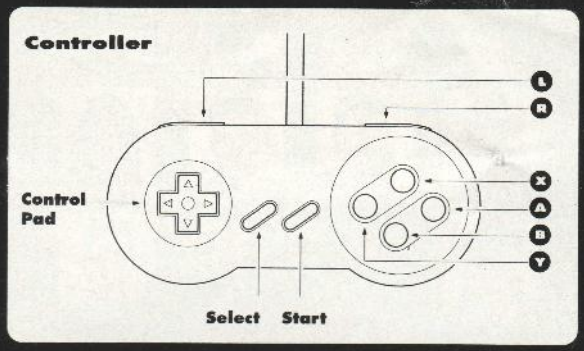
GETTING STARTED

The Player Select Screen allows you to choose which Power Ranger(s) will battle Ivan Ooze and his evil minions. You can choose one or two of the following six Power Rangers depending on the number of players you have previously chosen:

Billy	The Blue Ranger
Aisha	The Yellow Ranger
Rocky	The Red Ranger
Kimberly	The Pink Ranger
Adam	The Black Ranger
Tommy	The White Ranger

To select the Power Rangers, press the Control Pad left, right, up, or down, or press the SELECT Button until the desired Ranger is highlighted on the screen. Then, press the START Button to activate your choice and begin the game.

HOW TO OPERATE



THE CONTROLLER

A Button:	Not used.
Y Button:	Press to punch or use the Ranger's weapon.
B Button:	Press to jump.
B + Control Up:	Press the B Button to jump then press Control Pad up to grab and hang from certain overhead objects.
B + Control + Y:	Press the B Button and the Control pad left or right to jump diagonally. Then press the Y Button to kick or punch while in the air.
Control Pad:	Press to move to the right, to the left, or to crouch.
Control Down + Y:	Press to kneel and kick.
Control Down + B:	Pres to perform a backflip in the Rangfer Mode.
Control Up + Y:	Press to execute each character's signature move.
X Button:	Press in the Teenager Mode to execute a character's special move as long as the Power Meter is at least at two segments. When the Power Meter is full and flashing, press to morph to Ranger Mode. If the Power Meter is flashing in the PowerRanger Mode, the character will automatically acquire their special weapon. The Power Meter will slowly deplete as you use this weapon. When the Power Meter is flashing, you can alsoexecute each character's special attack. by pressing this Button. When you execute the special attack, the Power Meter will be fully depleted.
SELECT Button:	Press to select a character in the Player Select Screen .
L/R Button:	Press to jump into the background portion of the Game Screen. Press again to return to the foreground.

HOW TO PLAY

Mighty Morphin Power Rangers The Movie is a seven stage hyper-action game with three sections in each stage except for Stage 7 which consists of two sections. Stages 1-6 consist of two sections of side scrolling game play followed by a one-on one battle with a powerful Boss Monster. Stage 7 begins with a fierce one-on-one battle with Ivan Ooze after which you must try to escape from his deadly fortress before it self-destructs.

The Game Screen

You begin the game by selecting a Power Teen to battle through Stage 1. You can play in the foreground of the Game Screen, or you can jump to the background by pressing the L or R Button. The Game Screen shows your Life Meter in the bottom left hand corner. You get three lives per game. To the right of the Life Meter is the Power Meter. You can build up power by collecting objects along the way.

As long as the Power Meter is at least at two segmentslong, press the X Button in the Teenager Mode to execute a character's special move. When the Power Meter is full and flashing, press to morph to Ranger Mode. If the Power Meter is flashing in the

THE GAME SCREEN

PowerRanger Mode, the character will automatically acquire their special weapon. The Power Meter will slowly deplete as you use this weapon. When the Power Meter is flashing, you can alsoexecute each character's special attack. by pressing this Button. When you execute the special attack, the Power Meter will be fully depleted.

Each Power Teen also has their own devastating signature move that you can perform by pressing the Control Pad up + the Y Button. In the Power Ranger Mode, every Ranger has a vicious uppercut as their signature mave.

Below the Power Meter is the score. You score points by defeating enemies along the way. The lower right hand corner shows the number of credits (continues) you have left. You begin the game with four credits. If your character loses his or her life three times during the game, you will advance to the Continue Screen. Use the Control Pad to highlight Yes or No and press the START Button to activate your choice.

POWER UPS

In the 1 Player Mode, the words "Start Game" will flash to the right of the Power Meter. This indicates that a second player can enter the game at any time by pressing the START Button on the second controller. When the second player enters the game, the lower right side of the Game Screen will change to the Player 2 Life Meter, Power Meter, and Score.

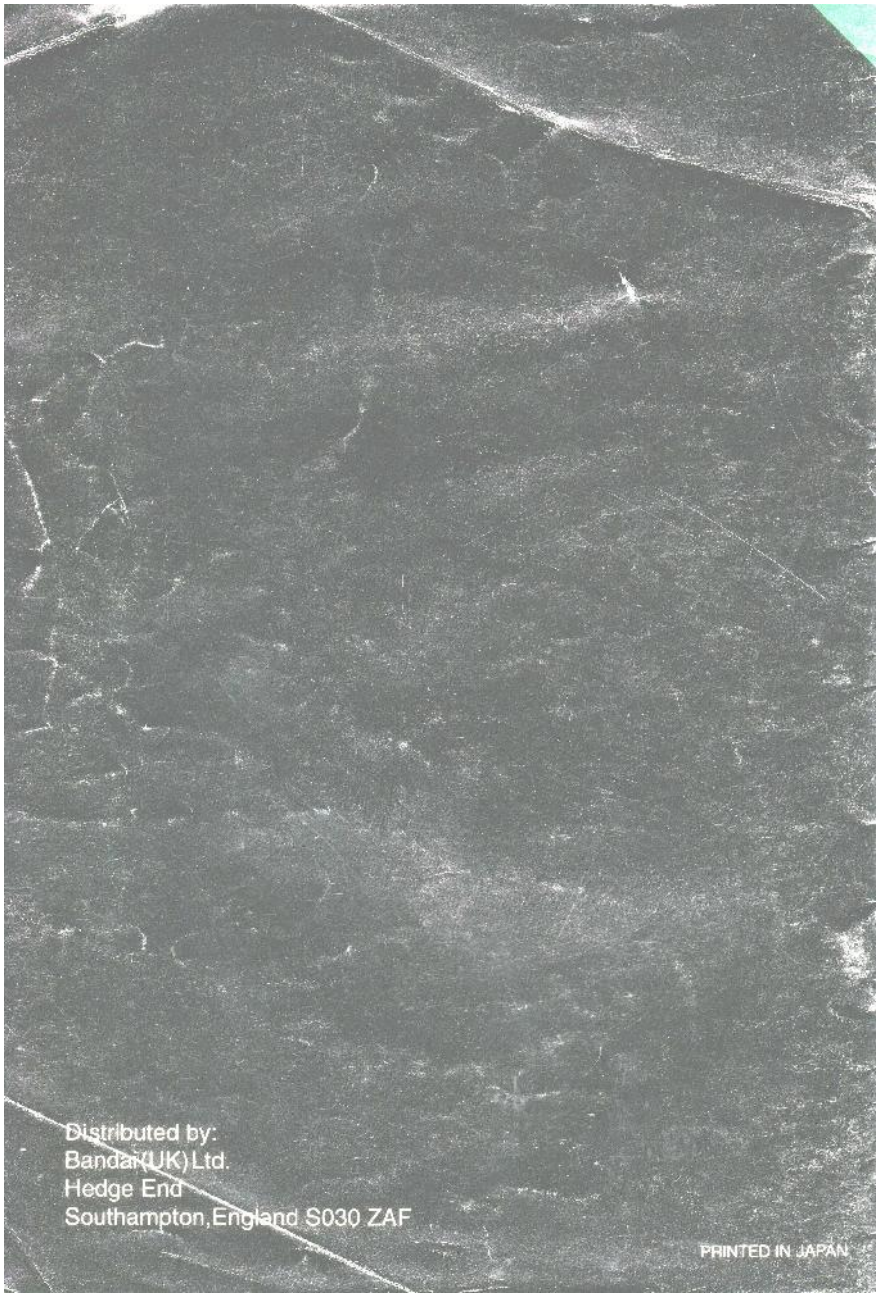
After you clear each Stage, you will advance to the Stage Clear Screen where you can see how many bonus points you have received. These points are automatically added to your score before you advance to the Player Select Screen. You will also advance to the Player Select Screen when you use one of your Continue Game credits.

Power Ups

As you defeat Ivan Ooze's wicked minions, they will drop lightning bolts on the ground. When you pick them up they will provide you with more power. You will also encounter metal canisters which contain power ups. You must destroy these canisters to gain access to the power devices.

WINNING

To win the Game, you must run, jump, climb, ski, surf, punch, kick, and battle your way through six levels of non-stop, adrenaline pumping action. And that is just to get a shot at Ivan Ooze in the Seventh Level. If you are skillful enough to defeat the baddest bad guy in Power Ranger history, you will have only 99 seconds to find your way out of his deadly fortress in order to win the game.



Distributed by:
Bandai(UK) Ltd.
Hedge End
Southampton,England S030 ZAF

PRINTED IN JAPAN